

Listing of Claims:

(Claims 82, 90, 92, 93, and 96-101 have been amended)

Rule  
1.126

21

82. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;

allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;

retrieving materials related to the subject during the dialog session for the group of users to share;

assessing, during the session, at least one user's understanding in an area of the subject to track performance; and

allowing some of the users to interact among themselves privately, separate from at least one other user.

22

83. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising customizing the training of the at least one user on the subject based on assessing that user's understanding.

23

84. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising recording the session to allow for later playback.

24

85. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 further comprising registering the users for the session.

25

86. (Previously Presented) A computer-implemented group-learning method as recited in claim 82 wherein, at least for some of the users, each is represented by a symbol on a screen that can be seen by the other users during the session.

*20*  
~~87.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~<sup>21</sup> wherein at least one user's face can be seen on a screen by other users during the session.

*21*  
~~88.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~<sup>21</sup> further comprising allowing an instructor to observe a user during the session.

*22*  
~~89.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~82~~<sup>21</sup> further comprising providing materials for a user to learn at the user's pace during the session.

*23*  
~~90.~~ (Currently Amended) A computer-implemented group-learning method as recited in claim ~~82~~<sup>21</sup> further comprising:  
allowing a user to create notes while working on the subject; and  
allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

*24*  
~~91.~~ (Previously Presented) A computer-implemented group-learning method as recited in claim ~~90~~<sup>29</sup> wherein the user's notes can be saved to allow for later review.

*25*  
~~92.~~ (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:  
setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;  
allowing a user to share materials generated by the user with other users, with the user's changes in the materials being seen by the other users in real time during the session;  
retrieving materials related to the subject during the dialog session for the group of users to work on share;  
representing, at least for some of the users, each by a symbol on a screen that can be seen by the other users during the session; and

allowing at least one user's face to be seen on the screen by other users during the session.

*22*  
23. (Currently Amended) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising assessing, during the session, at least one user's understanding in an area of the subject to track performance.

*23*  
24. (Previously Presented) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.

*24*  
25. (Previously Presented) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising recording the session to allow for later playback.

*25*  
26. (Currently Amended) A computer-implemented group-learning method as recited in claim <sup>31</sup>~~92~~ further comprising:

allowing a user to create notes on the subject; and  
allowing the user to identify an area in the retrieved materials and copying the said area to the user's notes.

*26*  
27. (Currently Amended) A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

~~setting a time for a group of users to start a dialogue session to work on materials related to the subject so as to provide an interactive environment to help the users learn;~~

~~allowing a user to share a drawing generated by the user with other users, with the user's changes in the drawing being seen by the other users in real time during the session;~~

~~retrieving materials related to the subject during the dialog session for the group of users to share;~~

~~allowing an instructor to observe a user during the session; and  
recording the session to allow for later playback;~~

~~wherein the method also comprises registering the users for the session.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;  
having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;  
retrieving materials for a user to work on the subject;  
allowing the user to create notes while working on the subject; and  
allowing the user to link a piece of notes created to an area of the materials retrieved.

*37*

~~98. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising assessing, during the session, at least one user's understanding to track performance.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;  
having at least a portion of the dialogue session recorded with the recorded dialogue materials being able to be retrieved at a later time;  
retrieving materials for a user to work on the subject;  
allowing the user to create notes while working on the subject; and  
allowing the user to cut an area in the retrieved materials and paste the area to the user's notes.

*38*

~~99. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising allowing some of the users to interact among themselves privately, separate from at least one other user.~~

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn, such that during such dialogue, one user can share a drawing with the other users, and changes made in the drawing can be seen by the other users as the changes are made;

retrieving materials related to the subject for a user, with at least a portion of the materials tailored to the user, such that the materials retrieved can be different for a different user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

*3a*

~~100. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising:~~ providing materials for a user to learn at the user's pace during the session.

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

allowing some of the users, which can be more than two, to engage in a separate dialogue privately among themselves, apart from at least one other user, such that during such dialogue, one user can transmit a drawing to the other users, and during such dialogue, materials on a problem regarding the subject can be sent to the users to allow them to work on the problem;

retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

*10*

~~101. (Currently Amended) A computer-implemented group-learning method as recited in claim 97 further comprising:~~

allowing a user to create notes on the subject; and

allowing the user to identify an area in the retrieved materials and copying said area to the user's notes.

A computer-implemented group-learning method for more than one user to work on a subject, the method comprising:

allowing a group of users to engage in a dialogue session while working on the subject, with the session providing an interactive environment for the users to learn;

retrieving materials related to the subject, during the dialogue session, for at least one of the users to work on;

asking at least one user to respond to an inquiry during the dialogue session;

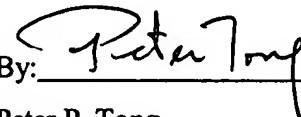
retrieving materials related to the subject for a user; and

allowing the user to individually work on the retrieved materials not during the dialogue session.

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Respectfully submitted,

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